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# VR@SN

## Virtual Reality @ssessment for Spatial Neglect

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### SPATIAL NEGLECT

Spatial Neglect is a **reduced or absent attention** to one side of the body, space, objects, or even mental imagery.

Spatial neglect is **highly prognostic** for rehabilitation outcome and caregiver burden.

Around 50% of stroke survivors is expected to show initial spatial neglect and 20% after one year.

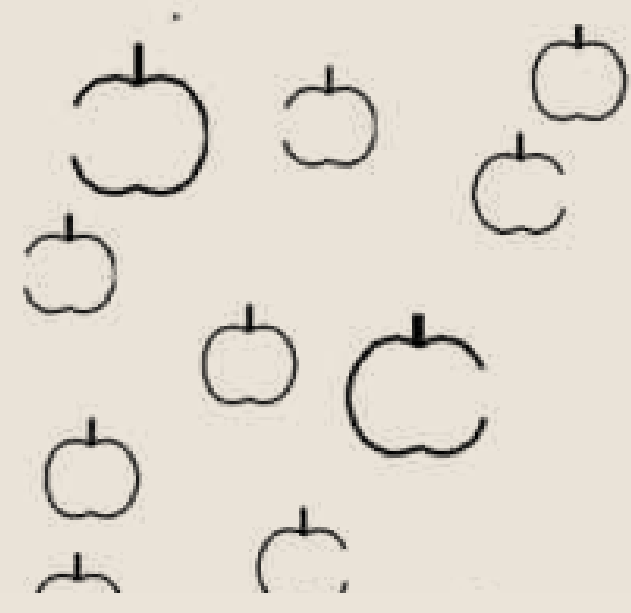


### CLASSICAL ASSESSMENT

SN is conventionally assessed using pen-and-paper tests. But they:

(1) have **little similarity to the real world**, which is 3D and dynamic.

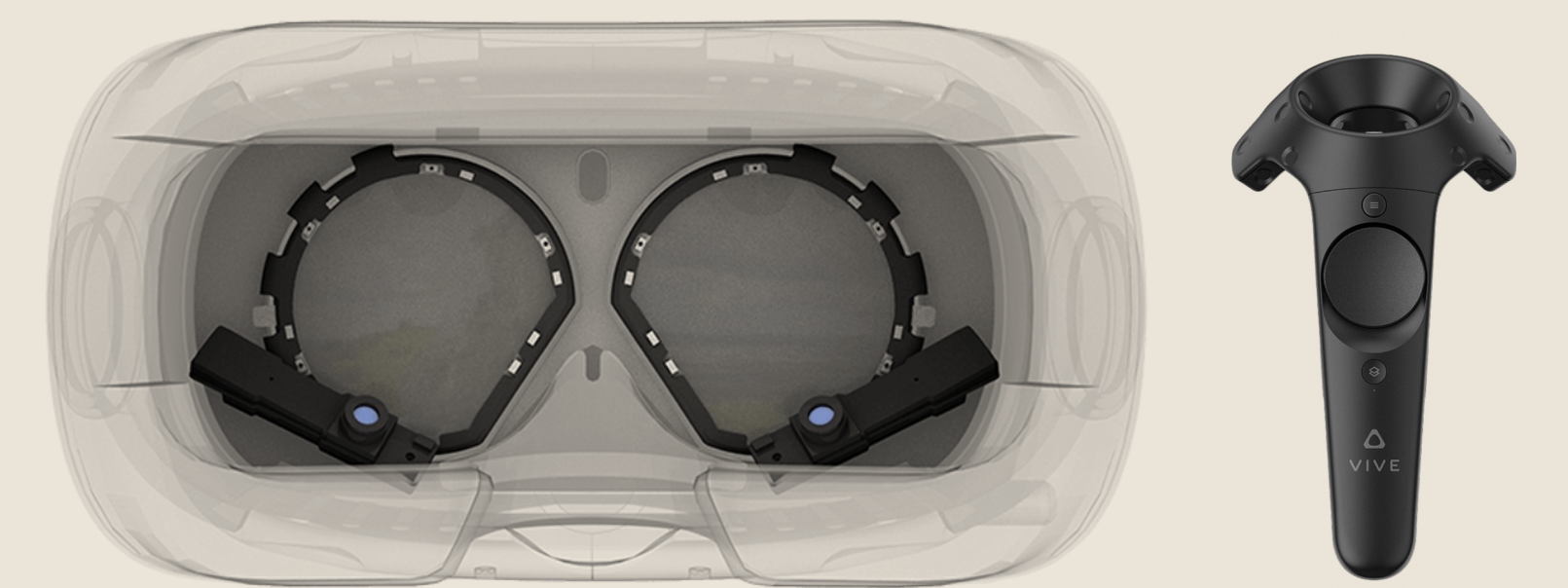
(2) are **insensitive** to mild neglect and small changes over time.



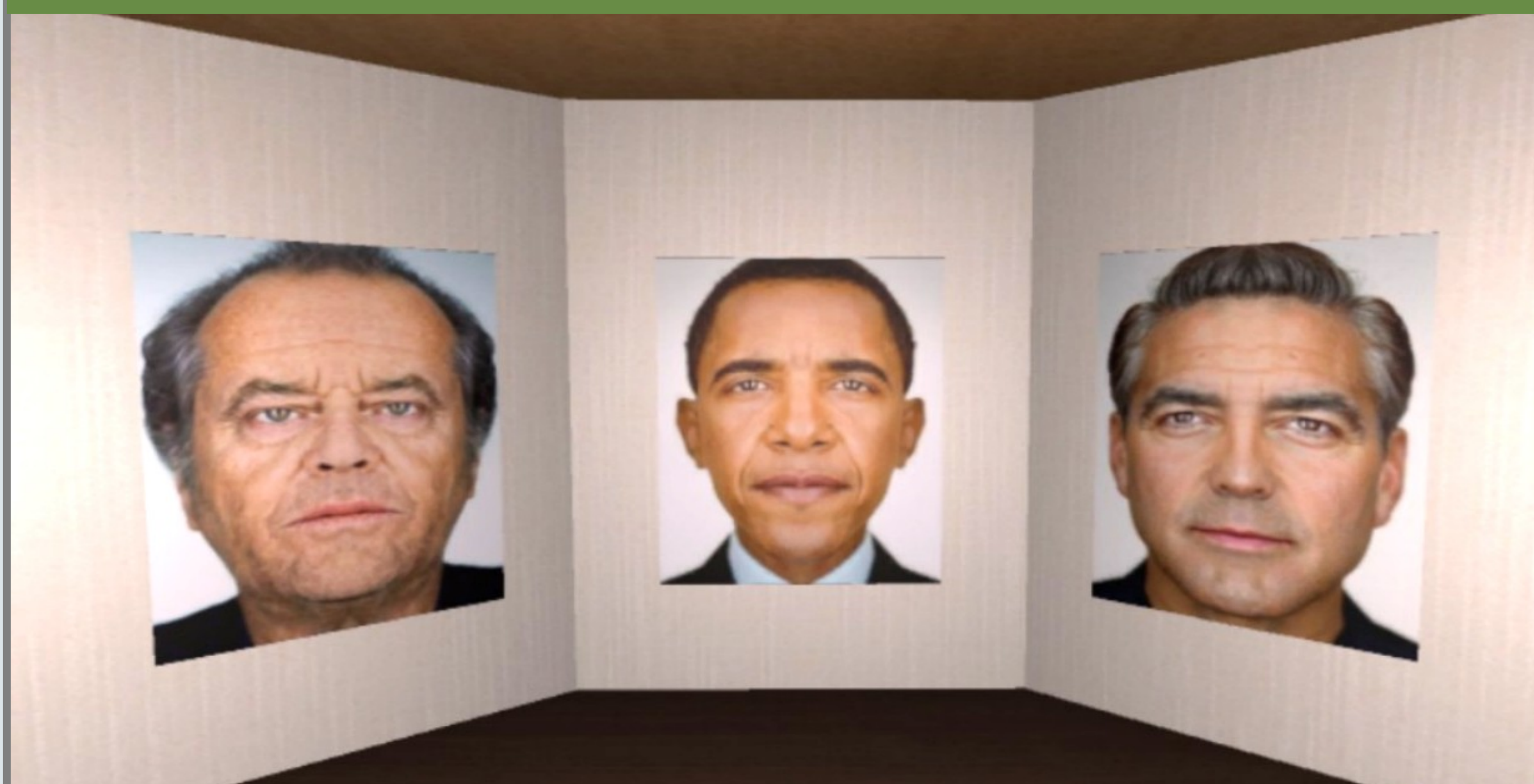
### THE POTENTIAL OF VR

Virtual Reality is a method to assess spatial cognition in **life-like**, yet controlled environments.

We can **track natural spatial behavior** using 6D head-tracking, 6D motion-tracking, and eye-tracking.

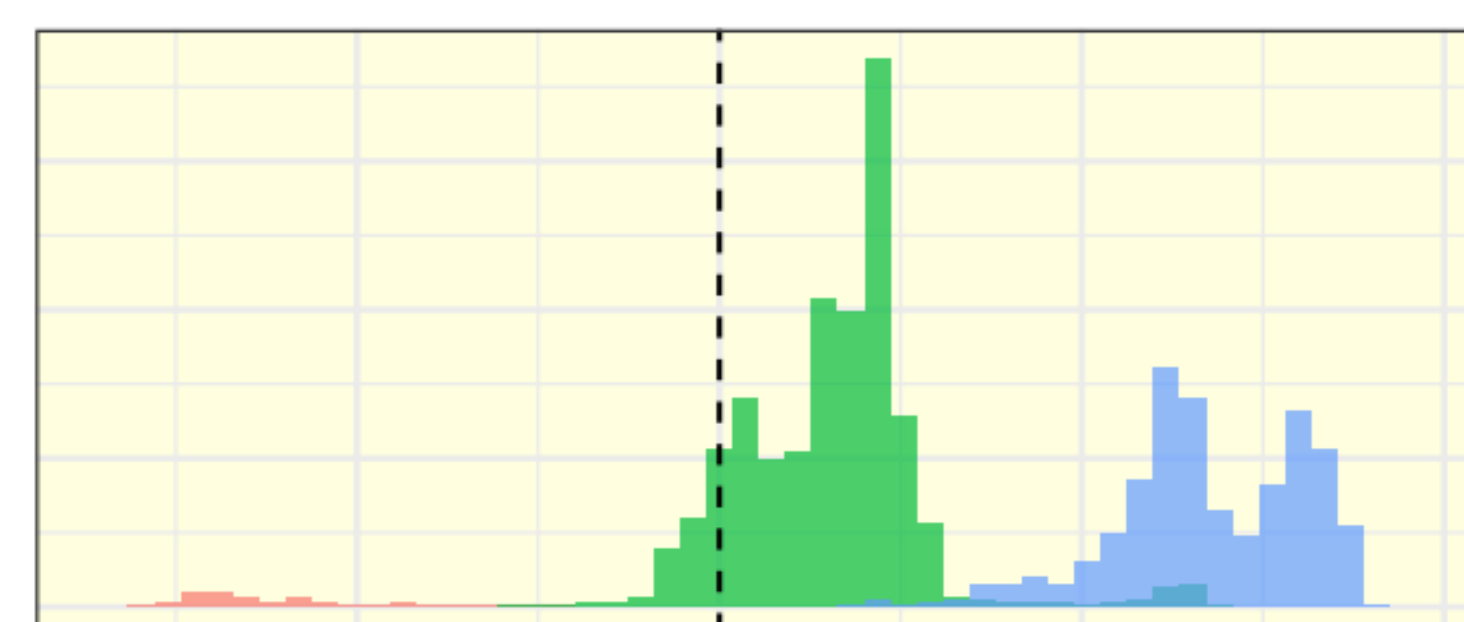
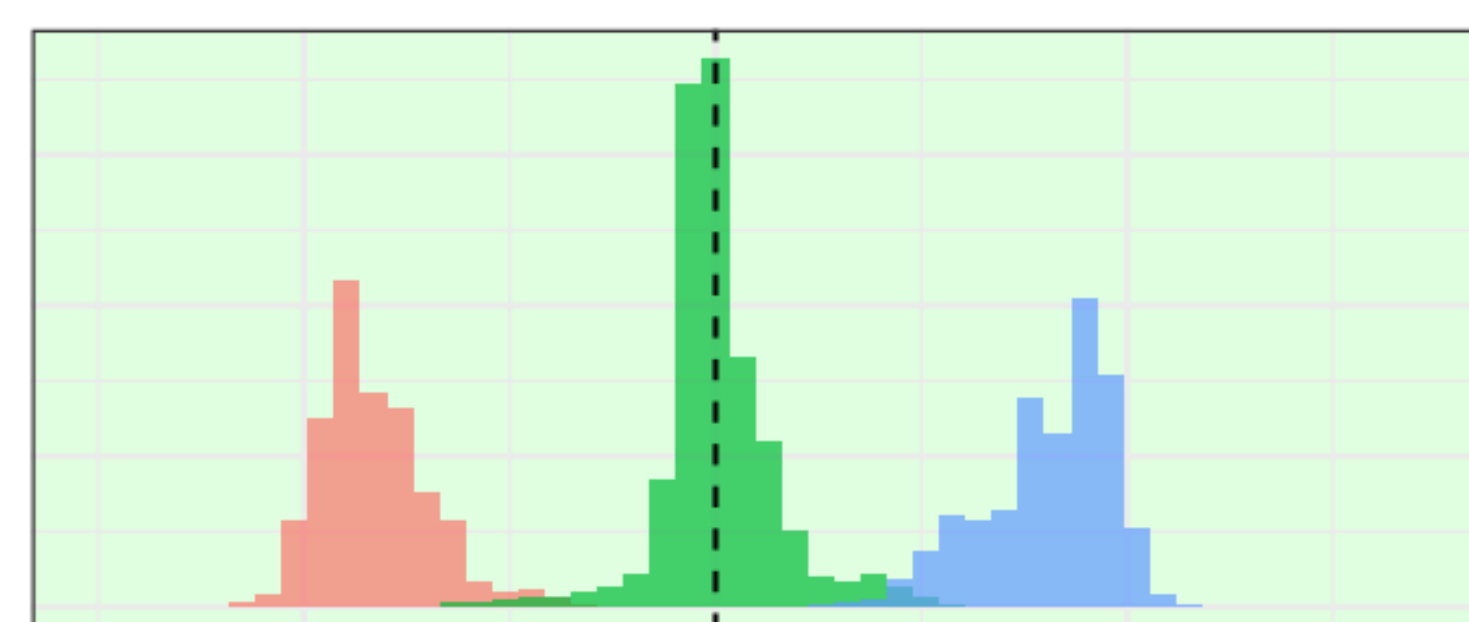


### PILOT DATA: MUSEUM SCENE

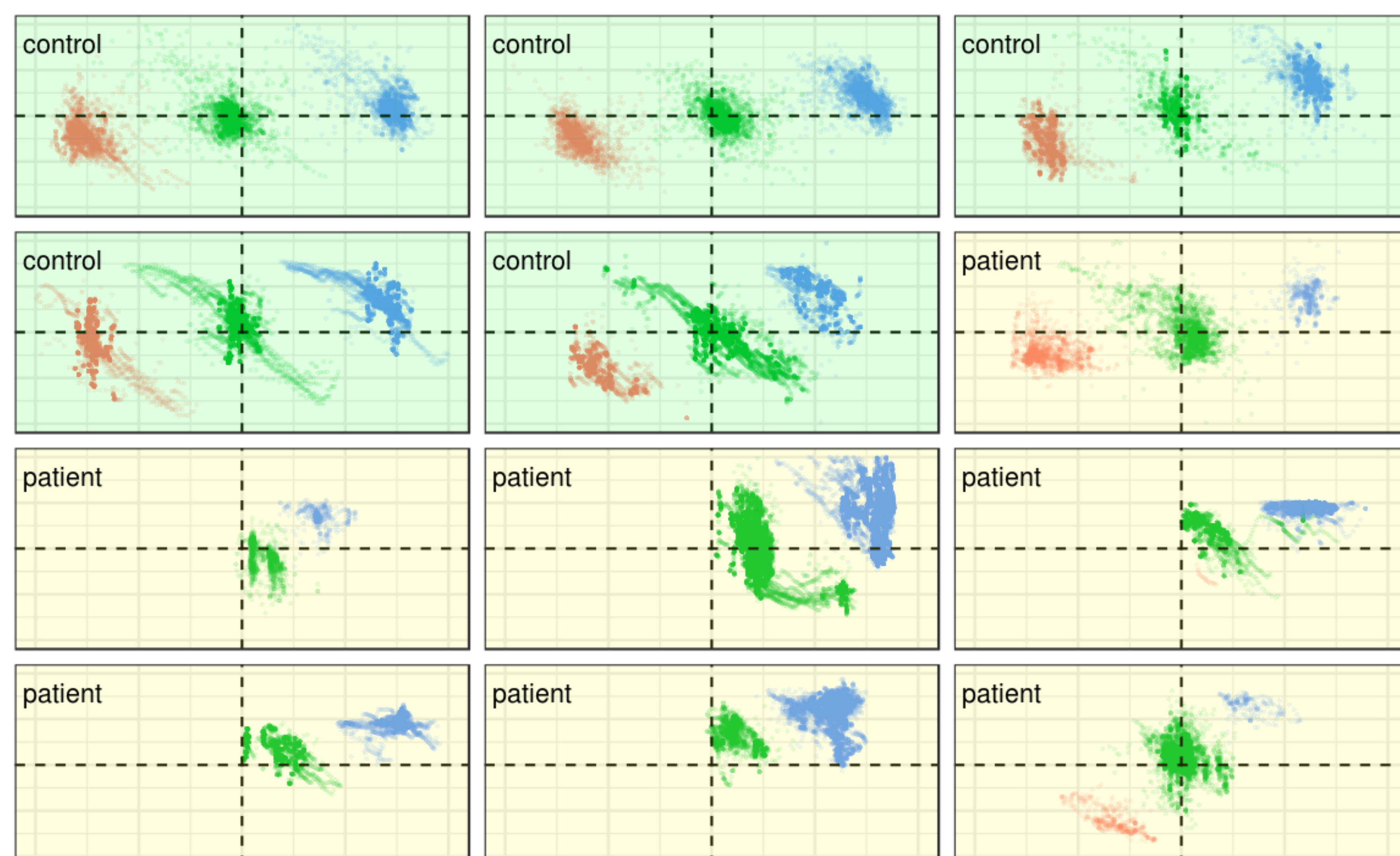


Controls' head orientation

Patients' head orientation



Individual horizontal eye-head control patterns



Horizontal head orientation

### PILOT DATA: KITCHEN SCENE



### RESULTS AND PERSPECTIVES

MUSEUM SCENE: Controls oriented equally to both sides with a consistent head-gaze control pattern.

**Patients neglected the left of their body midline** with two exceptions. Interestingly, many patients had **abnormal head-gaze control patterns in the intact hemifield** with large individual differences.

KITCHEN SCENE: Patients also exhibited a strong rightwards bias in this more complex and naturalistic scene.

The VR@SN platform combines precise tracking of movement and control of the visuo-spatial environment. This offers **new opportunities** for the assessment of spatial cognition in brain-injured patients and non-injured populations alike. Improving assessment of spatial neglect is an important first step towards the ultimate goal of individualized treatment.